

LISTING OF PENDING CLAIMS

1. (Previously amended) A method for transmitting venue-based in-play camera views for simultaneous display at a hand held device, said method comprising the steps of:

simultaneously transmitting more than one video signal captured by more than one video camera located at an entertainment venue said more than one video signal including at least one in-play camera view from at least one in-play camera located at an in-play location within the entertainment venue;

processing said more than one video signal for simultaneous display as at least two camera views on a display associated with a hand held device; and

simultaneously displaying said at least two camera views on said display.

2. (Previously amended) The method of claim 1 further comprising the step of:

enabling display of only one camera view associated with a video signal selected from the more than one video signal simultaneously displayed as at least two camera views on the display, said only one camera view selected in response to a user input at said hand held device.

3. (Previously amended) The method of claim 1 further comprising the step of:

recording video signals on the hand held device in response to user input at said hand held device.

4. (Cancelled).

5.(Previously amended) The method of claim 3 wherein the step of storing video signals further comprises the step of:

storing said video signals within a memory associated with the hand held device.

6. (Cancelled).

7. (Previously amended) The method of claim 3 wherein said video signals comprises at least one instant replay.

8. (Previously amended) The method of claim 1 wherein said in-play camera location comprises placement within at least one racing car competing within a racing venue.

9. (Previously amended) The method of claim 1 wherein said entertainment venue comprises a racing venue.

10. (Previously amended) A method for transmitting entertainment venue-based in-play camera views for simultaneous display at a hand held device, said method comprising the steps of:

more than one in-play camera simultaneously capturing in-play camera views from within an entertainment venue; and

simultaneously transmitting said in-play camera views directly from said more than one in-play camera to at least one hand held device.

11. (Previously amended) The method of claim 10 further comprising:

processing said in-play camera views at said at least one hand held device for display on a display associated with said at least one hand held device; and

simultaneously displaying more than one in-play camera view on said display associated with said at least one hand held device.

12. (Previously amended) The method of claim 11 further comprising the step of:

displaying at least one in-play camera view selected from said more than one in-play camera views on said display in response to a user input at said hand held device.

13. (Cancelled).

14. (Previously amended) The method of claim 11 further comprising the step of:

recording at least one in-play camera view selected from said more than one in-play camera views, in response to a user input.

15. (Cancelled).

16. (Previously amended) The method of claim 14 wherein the step of recording at least one in-play camera view, further comprises the step of:

storing said particular in-play camera view within a memory associated with the hand held device.

17. (Cancelled).

18. (Previously amended) The method of claim 11 further comprising the step wherein at least one of said in-play camera views is recorded in a memory for use as an instant replay.

19. (Previously amended) The method of claim 10 wherein said more than one in-play camera locations comprise placement within at least one racing car competing within a racing venue.

20. (Original) The method of claim 10 wherein said venue comprises a racing venue.

21. (Previously amended) A method for transmitting venue-based in-play camera views for simultaneous display at a hand held device, said method comprising the steps of:

simultaneously transmitting in-play camera views from in-play cameras located at in-play locations within a venue to enterprise equipment;

processing said in-play camera views at said enterprise equipment for transmission to at least one hand held device for selective display at a display screen associated with said at least one hand held device; and

transmitting processed in-play camera views to at least one hand held device.

22. (Previously amended) The method of claim 21 further comprising:

receiving processed in-play camera views at said at least one hand held device from said enterprise equipment;

processing said processed in-play camera views for selective viewing on a display screen associated with said at least one hand held device; and

displaying at least one processed in-play camera view on a display screen associated with said at least one hand held device, said at least one processed in-play camera view selected from more than one simultaneously displayable in-play camera view thereby enabling hand held device users to view said in-play camera views through at least one hand held device.

23. (Cancelled).

24. (Previously amended) The method of claim 22 further comprising the step of:

recording at least one in-play camera view in response to a user input at the hand held device.

25. (Cancelled).

26. (Cancelled).

27. (Cancelled).

28. (Previously amended) The method of claim 24 wherein said at least one in-play camera view comprises an instant replay.

29. (Previously amended) The method of claim 21 wherein said in-play camera locations comprise placement within at least one racing car competing within a racing venue.

30. (Original) The method of claim 21 wherein said venue comprises a racing venue.

31. (Previously amended) A method for receiving venue-based in-play camera views for simultaneous display at a hand held device, said method comprising the steps of:

simultaneously receiving in-play camera views provided from at least one in-play camera at a hand held device;

processing said in-play camera views for viewing on a display associated with said hand held device; and

displaying more than one in-play camera view simultaneously on a display screen associated with said hand held device, thereby enabling hand held device users to view said in-play camera views through said hand held device.

- 32. (Cancelled).
- 33. (Cancelled).
- 34. (Cancelled).
- 35. (Cancelled)..
- 36. (Cancelled).
- 37. (Cancelled).
- 38. (Cancelled).
- 39. (Cancelled).
- 40. (Cancelled).
- 41. (Cancelled).
- 42. (Cancelled).
- 43. (Cancelled).
- 44. (Cancelled).
- 45. (Cancelled).
- 46. (Cancelled).
- 47. (Cancelled)..
- 48. (Cancelled)..

- 49. (Cancelled).
- 50. (Cancelled).
- 51. (Cancelled).
- 52. (Cancelled)..
- 53. (Cancelled).
- 54. (Cancelled)..
- 55. (Cancelled).
- 56. (Cancelled).
- 57. (Cancelled).
- 58. (Cancelled)..
- 59. (Cancelled).
- 60. (Cancelled).
- 61. (Cancelled).
- 62. (Cancelled).
- 63. (Cancelled)..
- 64. (Cancelled)..
- 65. (Cancelled).
- 66. (Cancelled).
- 67. (Cancelled).
- 68. (Cancelled).

70. (Previously amended) A system for receiving venue-based in-play camera views for display at a hand held device, said system comprising:

a receiver in a hand held device for simultaneously receiving in-play camera views provided from in-play cameras at an entertainment venue;

a processor in said hand held device for processing said in-play camera views for viewing on a display associated with said hand held device; and

a display integrated with said hand held device for simultaneously displaying more than one processed in-play camera view.

71. (Cancelled).

72. (Previously amended) The system of claim 70 further comprising:

a memory for recording at least one in-play camera view for displaying as an instant replay.

73. (Cancelled).

74. (Cancelled).

75. (Cancelled).

76. (Cancelled).

77. (Cancelled).

78. (Cancelled).